IN THE CLAIMS

Please amend the claims as follows:

Claim 1 (Currently Amended): A graphics processor comprising:

a shading processing section which subjects pixel data to a shading process;

a first path which permits map data and texture data output from a video memory to be input to the shading processing section;

a second path which permits pixel data output from the shading processing section to be output to the video memory; and

a third path which permits pixel data output from a pixel expanding section to be input to the shading processing section and permits pixel data output from the video memory to be input to the shading processing section instead of the above pixel data; and

a fourth path which permits pixel data output from the video memory to be input to the shading processing section.

Claim 2 (Original): The graphics processor according to claim 1, further comprising a write address calculating section which calculates a write address of pixel data output from the shading processing section with respect to the video memory according to write address calculation information.

Claim 3 (Original): The graphics processor according to claim 2, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 4 (Original): The graphics processor according to claim 2, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 5 (Original): The graphics processor according to claim 2, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 6 (Original): The graphics processor according to claim 2, wherein the write address calculation information is attached to an output of the shading processing section.

Claim 7 (Original): The graphics processor according to claim 6, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 8 (Original): The graphics processor according to claim 6, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 9 (Original): The graphics processor according to claim 6, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 10 (Original): A graphics processor comprising:

a shading processing section which subjects pixel data to a shading process;

a first path which permits map data and texture data output from a video memory to be input to the shading processing section;

a second path which permits pixel data output from the shading processing section to be output to the video memory; and

a write address calculating section which calculates a write address of pixel data output from the shading processing section with respect to the video memory according to write address calculation information.

Claim 11 (Original): The graphics processor according to claim 10, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 12 (Original): The graphics processor according to claim 10, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 13 (Original): The graphics processor according to claim 10, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 14 (Original): The graphics processor according to claim 10, wherein the write address calculation information is attached to an output of the shading processing section.

Claim 15 (Original): The graphics processor according to claim 14, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 16 (Original): The graphics processor according to claim 14, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 17 (Original): The graphics processor according to claim 14, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 18 (Currently Amended): A graphics card comprising:
a first connector which can be connected to an electronic device;

a pixel expanding section which receives image display data via the first connector and expands the image display data into pixels to create pixel data;

a shading processing section which subjects the pixel data to a shading process;

a video memory;

a first path which permits map data and texture data output from the video memory to be input to the shading processing section;

a second path which permits pixel data output from the shading processing section to be output to the video memory;

a third path which permits pixel data output from the pixel expanding section to be input to the shading processing section ~~and permits pixel data output from the video memory to be input to the shading processing section instead of the above pixel data~~;

a fourth path which permits pixel data output from the video memory to be input to the shading processing section;

a D/A converter which converts a screen image output from the video memory into a video signal; and

a second connector which can connect an output of the D/A converter to a display unit.

Claim 19 (Original): The graphics card according to claim 18, further comprising a write address calculating section which calculates a write address of pixel data output from the shading processing section with respect to the video memory according to write address calculation information.

Claim 20 (Original): The graphics card according to claim 19, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 21 (Original): The graphics card according to claim 19, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 22 (Original): The graphics card according to claim 19, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 23 (Original): The graphics card according to claim 19, wherein the write address calculation information is attached to an output of the shading processing section.

Claim 24 (Original): The graphics card according to claim 23, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 25 (Original): The graphics card according to claim 23, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 26 (Original): The graphics card according to claim 23, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 27 (Original): A graphics card comprising:

a first connector which can be connected to an electronic device;

a pixel expanding section which receives image display data via the first connector and expands the image display data into pixels to create pixel data;

a shading processing section which subjects the pixel data to a shading process;

a video memory;

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a first path which permits map data and texture data output from the video memory to be input to the shading processing section;

a second path which permits pixel data output from the shading processing section to be output to the video memory;

a write address calculating section which calculates a write address of pixel data output from the shading processing section with respect to the video memory according to write address calculation information;

a D/A converter which converts a screen image output from the video memory into a video signal; and

a second connector which can connect an output of the D/A converter to a display unit.

Claim 28 (Original): The graphics card according to claim 27, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 29 (Original): The graphics card according to claim 27, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 30 (Original): The graphics card according to claim 27, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 31 (Original): The graphics card according to claim 27, wherein the write address calculation information is attached to an output of the shading processing section.

Claim 32 (Original): The graphics card according to claim 31, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 33 (Original): The graphics card according to claim 31, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 34 (Original): The graphics card according to claim 31, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 35 (Currently Amended): A graphics processing system comprising:

an interface bus which can be connected to a peripheral device;

a CPU;

a bus bridge connected to the interface bus and CPU;

a pixel expanding section which receives image display data via the bus bridge and expands the image display data into pixels to create pixel data;

a shading processing section which subjects the pixel data to a shading process;

a video memory;

a first path which permits map data and texture data output from the video memory to be input to the shading processing section;

a second path which permits pixel data output from the shading processing section to be output to the video memory;

a third path which permits pixel data output from the pixel expanding section to be input to the shading processing section; and permits pixel data output from the video memory to be input to the shading processing section instead of the above pixel data; and

a fourth path which permits pixel data output from the video memory to be input to the shading processing section; and

a D/A converter which converts pixel data output from the video memory into a video signal.

Claim 36 (Original): The graphics processing system according to claim 35, further comprising a write address calculating section which calculates a write address of pixel data output from the shading processing section with respect to the video memory according to write address calculation information.

Claim 37 (Original): The graphics processing system according to claim 36, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 38 (Original): The graphics processing system according to claim 36, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 39 (Original): The graphics processing system according to claim 36, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 40 (Original): The graphics processing system according to claim 36, wherein the write address calculation information is attached to an output of the shading processing section.

Claim 41 (Original): The graphics processing system according to claim 40, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 42 (Original): The graphics processing system according to claim 40, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 43 (Original): The graphics processing system according to claim 40, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 44 (Original): A graphics processing system comprising:

an interface bus which can be connected to a peripheral device;

a CPU;

a bus bridge connected to the interface bus and CPU;

a pixel expanding section which receives image display data via the bus bridge and expands the image display data into pixels to create pixel data;

a shading processing section which subjects the pixel data to a shading process;

a video memory;

a first path which permits map data and texture data output from the video memory to be input to the shading processing section;

a second path which permits pixel data output from the shading processing section to be output to the video memory;

a write address calculating section which calculates a write address of pixel data output from the shading processing section with respect to the video memory according to write address calculation information; and

a D/A converter which converts pixel data output from the video memory into a video signal.

Claim 45 (Original): The graphics processing system according to claim 44, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 46 (Original): The graphics processing system according to claim 44, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 47 (Original): The graphics processing system according to claim 44, wherein the write address calculation information contains information which indicates the depth of a pixel.

Claim 48 (Original): The graphics processing system according to claim 44, wherein the write address calculation information is attached to an output of the shading processing section.

Claim 49 (Original): The graphics processing system according to claim 48, wherein the write address calculation information contains information corresponding to a pixel expanding system.

Claim 50 (Original): The graphics processing system according to claim 48, wherein the write address calculation information contains information which indicates a position of an environment map.

Claim 51 (Original): The graphics processing system according to claim 48, wherein the write address calculation information contains information which indicates the depth of a pixel.